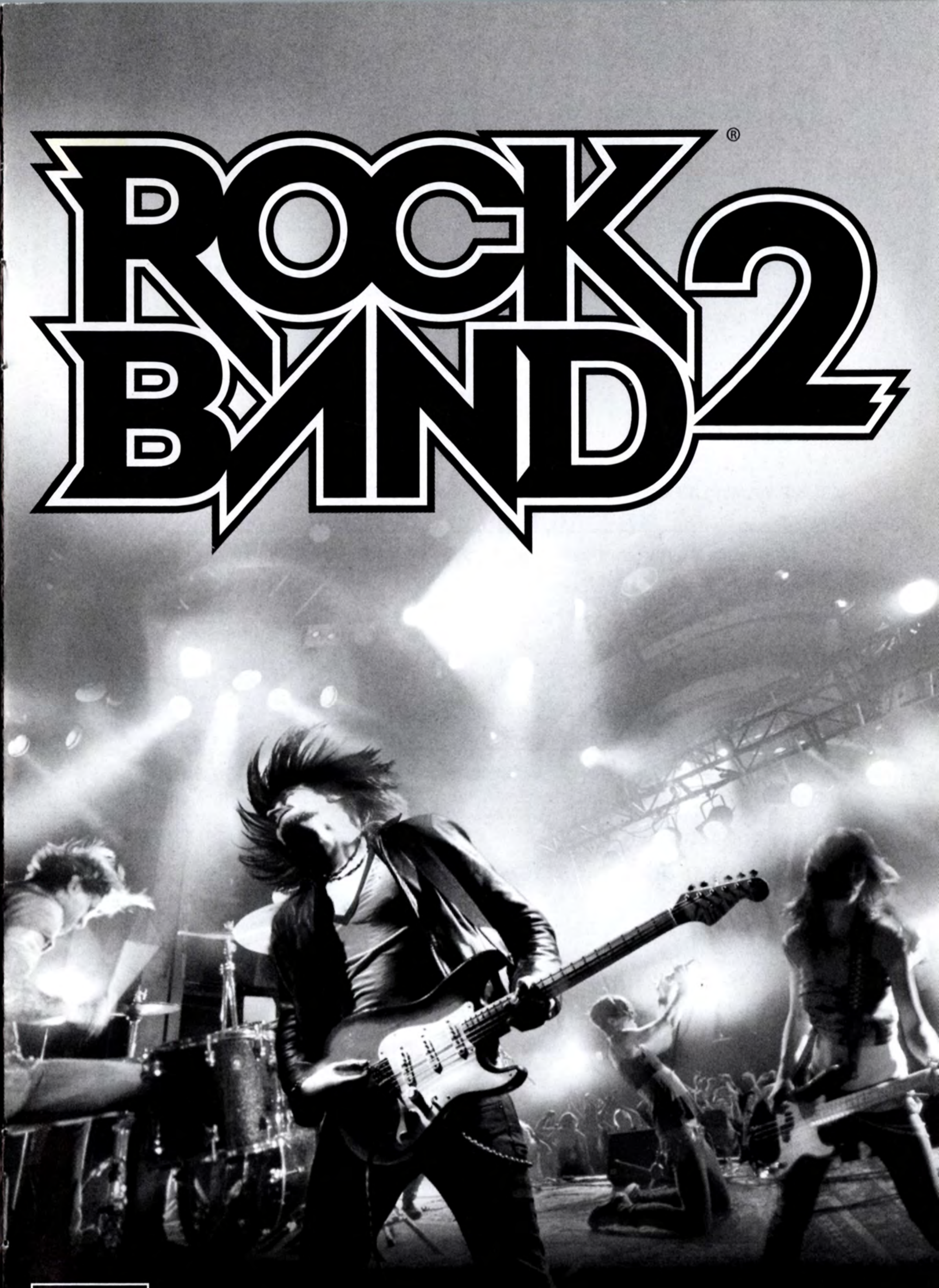
ROCK BAND® 2



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CONTENT RATED BY ESRB

HARMONIX®

MTV GAMES

EA

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

Use in a well-lit area and keep as far away as possible from the television screen.

Avoid large screen televisions. Use the smallest television screen available.

Avoid prolonged use of the PlayStation®2 system.

Take a 15-minute break during each hour of play.

Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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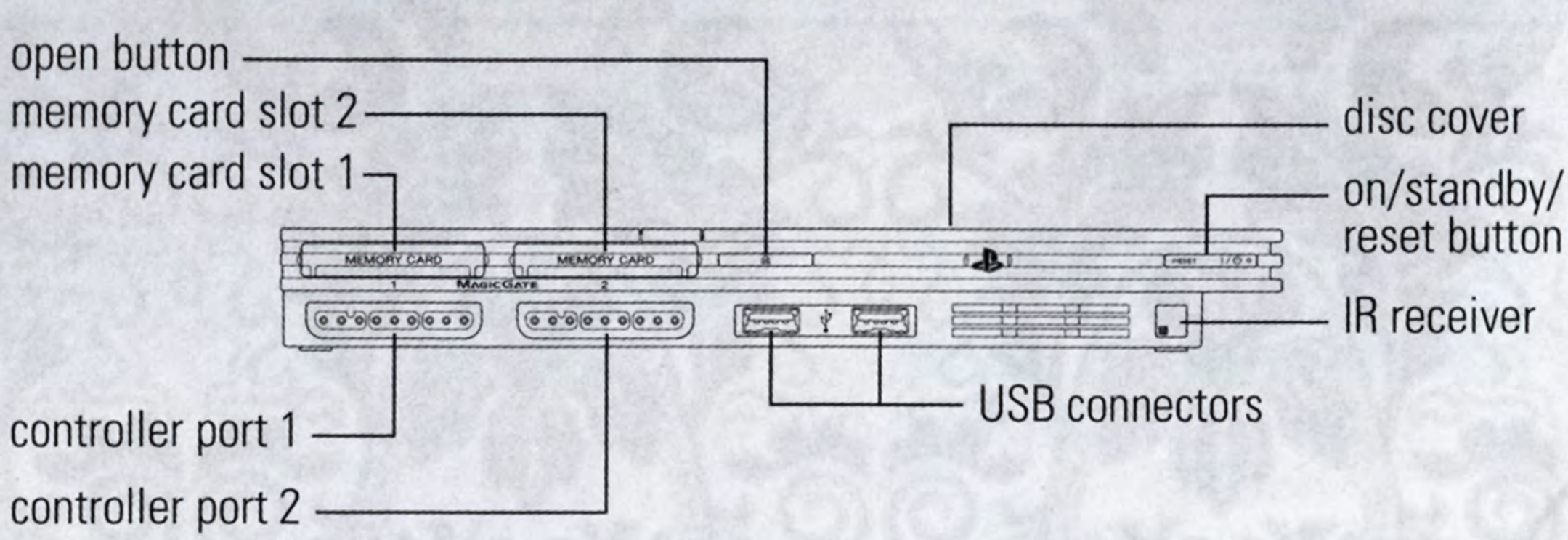
www.EA.com

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, please visit www.esrb.org.

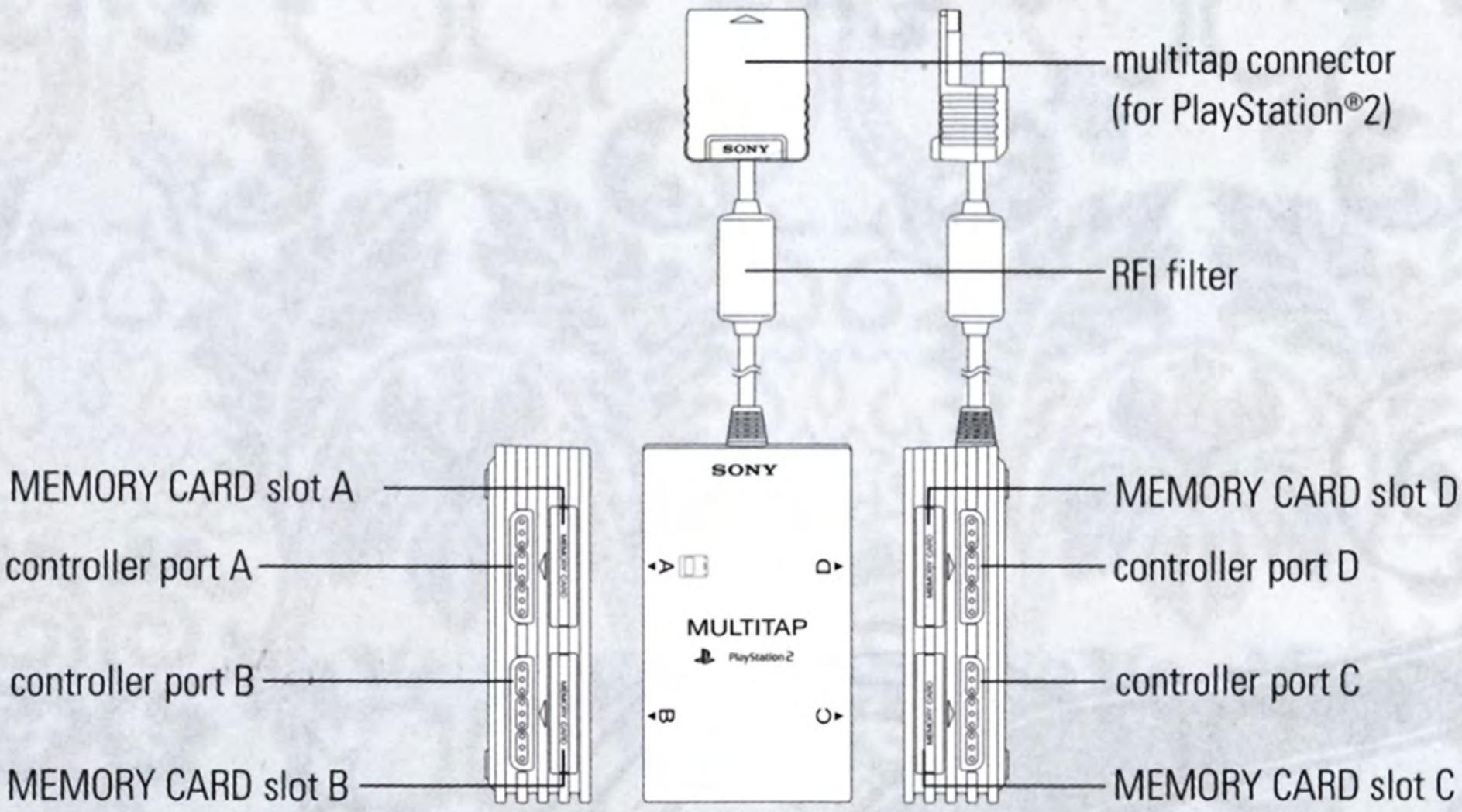
www.harmonixmusic.com
www.mtv.com
www.ROCKBAND.com

GETTING STARTED



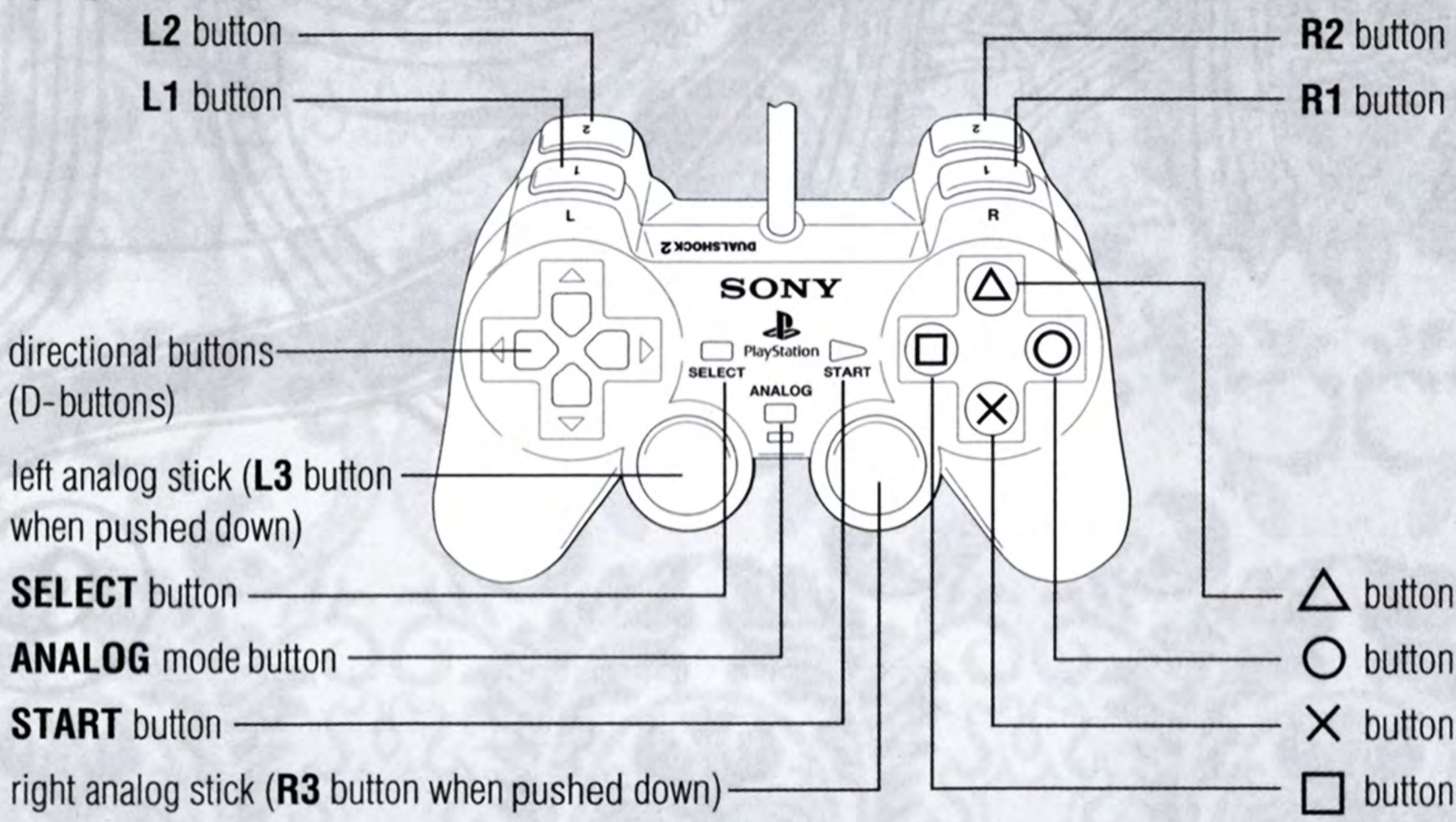
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Rock Band 2* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

The world's greatest music experience is back and better than ever! Take your band to the next level with *Rock Band® 2*, featuring new modes and ways to play!

In addition to tons of new music and touring experiences, *Rock Band 2* features:

- Drum Trainer—Practice drum beats and fills to blow the lid off your highest scores. It can even help you get better at playing real drums!
- Tour Challenges—Try your hand at a variety of setlists.

In addition to all the new modes and experiences, there are even more exciting new features in *Rock Band 2*:

- Auto-calibrate your game with the new wireless Fender™ Stratocaster™ Guitar Controller, or try our calibration chart (p. 8) for suggestions on how to get the ideal setup.
- Song selection uses a new interface. View album art and difficulty, sort between multiple category types with ease, or create your own personal setlist in Quickplay.
- Try out new game modifiers, including the No Fail modifier, to customize your gameplay experience.

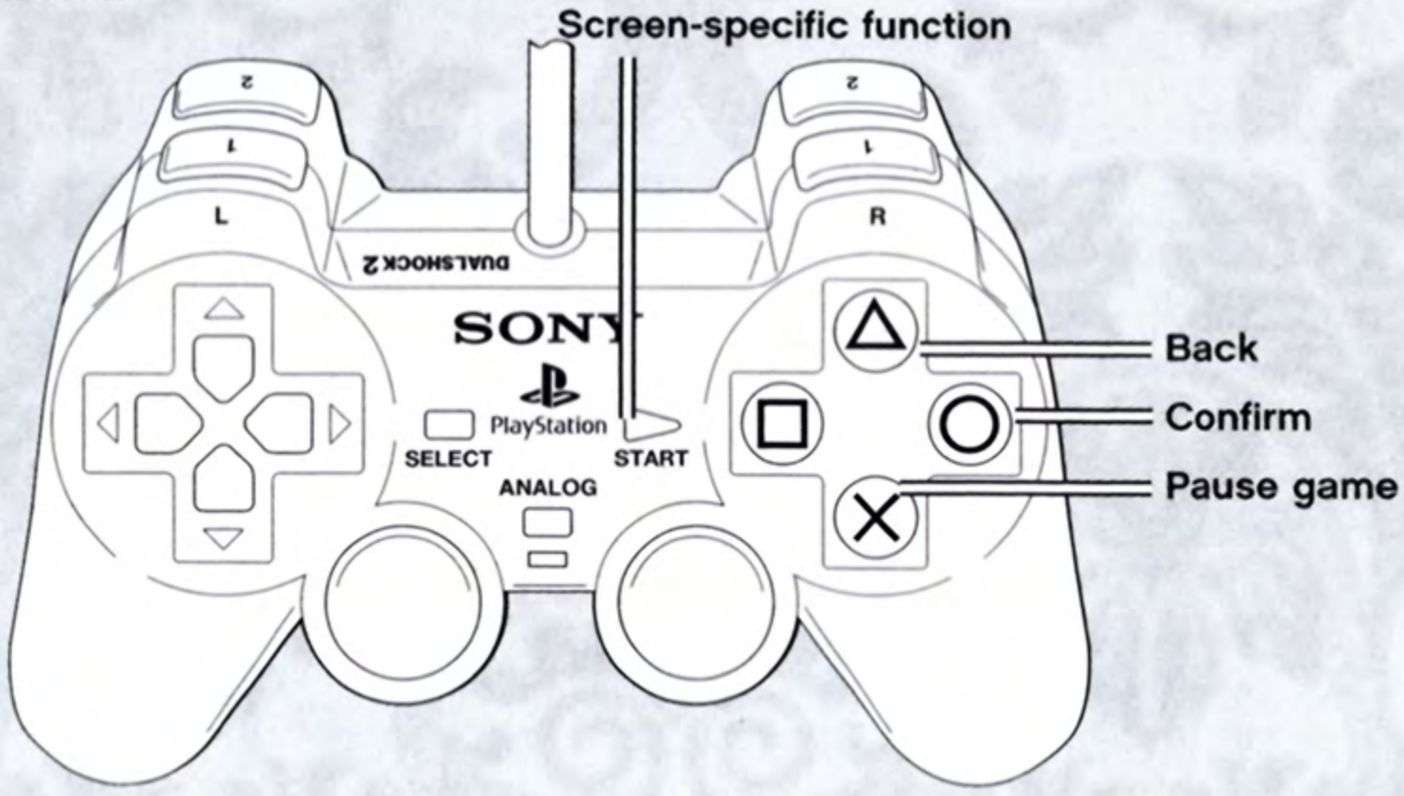
STARTING TO ROCK

COMPLETE CONTROLS

MENU NAVIGATION

NOTE: If you have no instrument connected and your microphone does not have built-in control buttons, you must have a PlayStation®2 analog controller (DUALSHOCK ®) or analog controller (DUALSHOCK ® 2) connected in order to navigate the menus and set up the game.

To navigate menus, move the left stick or the directional button to highlight an option, press the ⊗ button to open its submenu (if applicable), press the directional button or move the left stick again to highlight a selection, then press the ⊗ button to confirm.



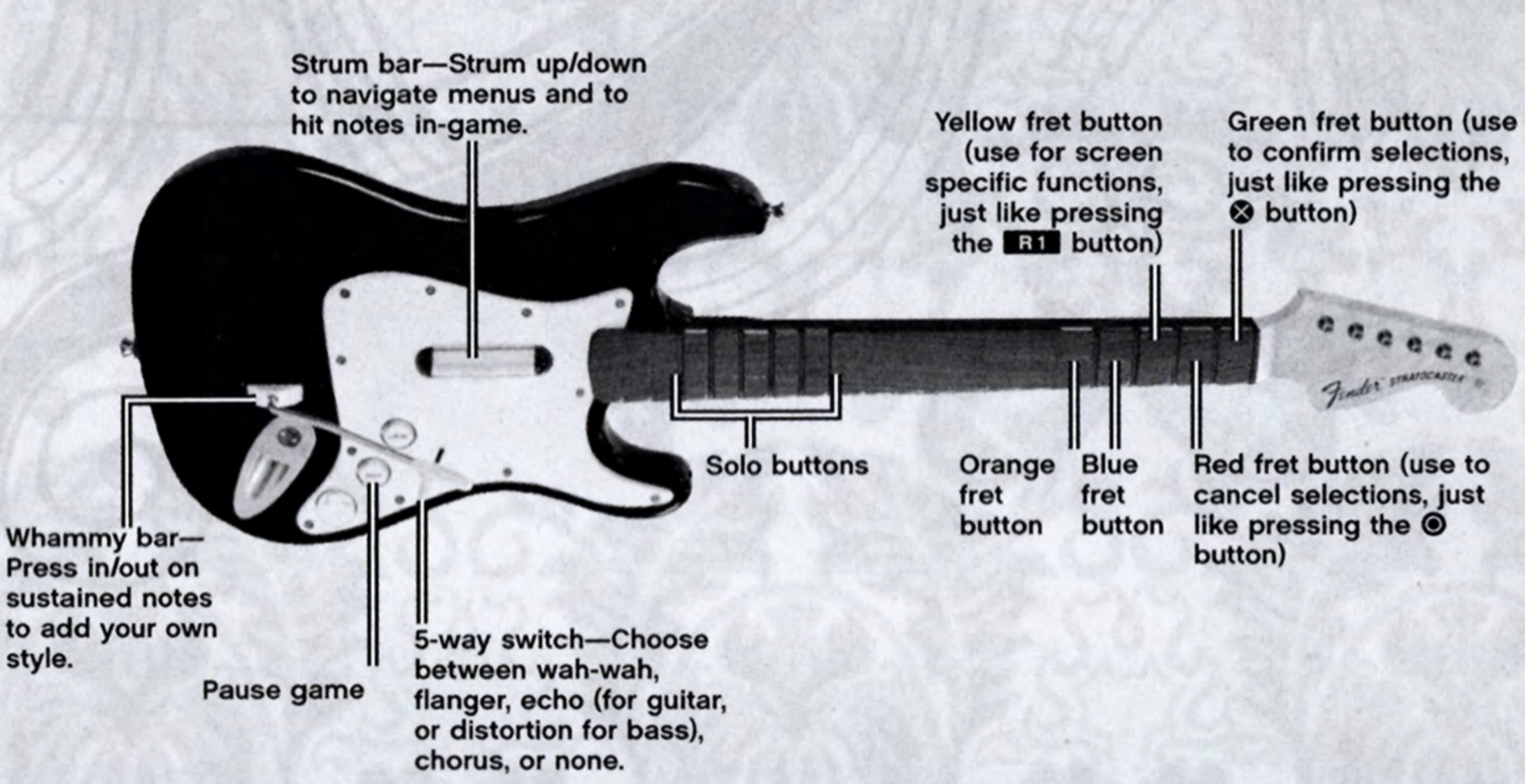
VOCALS

Adjust vocal track volume (when microphone is enabled)	◉ button
Adjust the volume of your vocals (when microphone is enabled)	△ button
Adjust mic sensitivity (when microphone is enabled)	▣ button
Pause game	**START** button

Fender™ Stratocaster™ GUITAR CONTROLLER

To play guitar or bass, press and hold the fret buttons matching the notes you see coming down the track. When those notes cross the target at the bottom of the screen, hit the strum bar to play the note.

- Don't forget, you can hold those fret buttons down in advance. Just like with a real guitar, it only makes noise if you strum.



NOTE: Tilt the controller neck upwards to go into Overdrive.

- For information on how to play the guitar in-game, see p. 10.

DRUMS

To play the drums, use your drumsticks to hit the pads that match the rhythm notes as they cross the target at the bottom of the track. Press your foot down on the kick pedal when you see wide, orange notes cross the target at the bottom of the track.

IMPORTANT NOTE: If you run out of USB ports while connecting *Rock Band*® USB-compatible peripherals, you can use almost any USB hub for additional ports.

OPTIONS

To adjust options, select OPTIONS from the main menu.

- Select AUDIO SETTINGS to adjust various audio options, including toggling Dolby Pro Logic 2 on or off.
- Select MANAGE DATA to rename or delete Band Data or save and load games.
- To make sure that your system's timing is perfect, calibrate your system by selecting CALIBRATION SETTINGS. For more information, see below.

TV CALIBRATION

Even the most novice musician should be able to pick up and play *Rock Band 2* right out of the box. In some cases, however, particularly with HDTV systems, the audio and video may play at different times, making it difficult to play the right note at the right time. If you are ready to blame your TV for your less-than-stellar musicianship, try calibrating your system.

To calibrate your system, select CALIBRATION SETTINGS from the Options menu. If you have a *Rock Band 2* wireless Fender Stratocaster Guitar Controller, select CALIBRATE AUTOMATICALLY. If you don't, or if you would prefer to calibrate manually, select CALIBRATE MANUALLY.

AUTO CALIBRATION

1. To calibrate your system's audio timing, when you are prompted, hold your *Rock Band 2* wireless Fender Stratocaster Guitar Controller up to your sound system speaker or your TV's speaker (wherever the sound is coming from) as close as possible without touching. The volume should be set to a comfortable listening volume. If you have trouble in a room with a surround system, turning the volume down sometimes helps. Hold your guitar controller there until prompted.
2. To calibrate your system's video timing, when you are prompted, hold your *Rock Band 2* wireless Fender Stratocaster Guitar Controller up to the center of your TV screen, with the guitar controller facing the TV and as close to the TV as possible without touching. This tends to work best in darker rooms, so either turn the lights down or angle the guitar slightly downwards away from the light. Hold your guitar controller there until prompted.
3. You should now be ideally calibrated! Test out a song in Quickplay to make sure it feels right. If not, try auto-calibrating again, or try calibrating manually.

MANUAL CALIBRATION

1. Select OPTIONS from the main menu, then select CALIBRATION SETTINGS to proceed to Step 1: AUDIO CALIBRATION.
2. Each time you hear a drum beat, press the ⊗ button/strum/hit the green pad in time with the beat you hear.
3. Proceed to Step 2: VIDEO CALIBRATION. When you see the needle hit either side of the meter, press the ⊗ button/strum/hit the green pad in time with the needle.
4. Press the ⊗ button. Your system is now calibrated. Test it out!

MANUALLY SET NUMBERS

If you can't get an ideal calibration using Manual Calibration, try setting your calibration numbers by hand. Select SET LAG MANUALLY from the Audio Calibration and Video Calibration screens. Once you've set numbers for Audio and Video Calibration, try testing your work in Quickplay or Practice mode to see if you've gotten the calibration right. If it's still not perfect, try calibrating again.

If after all that you're still having trouble—or if you just want more information about calibration—please visit www.rockband.com.

LEARNING TO ROCK

Choose an instrument and learn how to use it! For information on Energy and Big Rock Endings, see p. 13.

TRAINING

You're never too good to brush up on your skills.

TUTORIALS

Select TRAINING from the main menu, then TUTORIALS to learn how to sing or play your instrument of choice. These tutorials are perfect for beginners or for those looking to learn a few advanced techniques.

PRACTICE MODE

In Practice mode, you aren't being scored, so it's a great way to try out advanced techniques or master a song without annoying your bandmates or the crowd. Select a song, then a difficulty level. Then select the speed that's most comfortable for your playing ability. If you select SLOW SPEED, you then select the section of the song you want to play.

TIP: Tough songs are easier to tackle at slow speed!

NEW DRUM TRAINER

You may be able to beat songs on expert, but with the Drum Trainer, you can blow your highest scores away. The Drum Trainer can also help you improve your drumming on a real kit. Play progressively harder drum beats—just what the doctor ordered if you're struggling to become a Hard or Expert level drummer.

Drum Trainer lets you browse both an extensive fill library and a library of drum samples to learn how to pull off insane fills in-game. You can even rock your heart out on your own terms in the freestyle drum mode!

- To begin, select TRAINING from the main menu, then DRUM TRAINER.

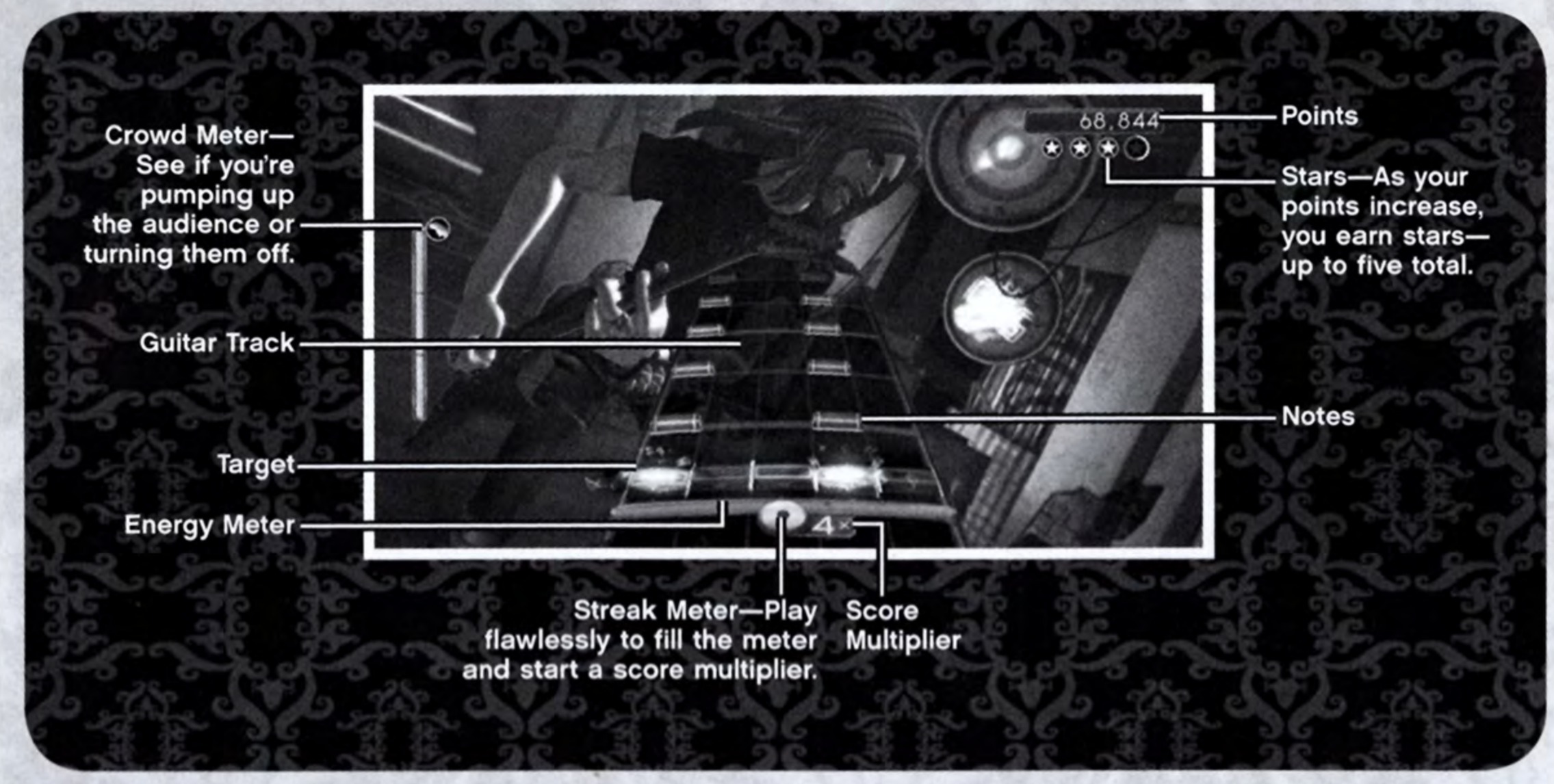
Beat Trainer	Learn the fundamentals!
Fill Trainer	Impress your bandmates with awesome fills.
Freestyle Mode	Bang away to your own beat!

- Don't worry—you can't fail out in the Drum Trainer. Change the beat/fill by pressing the directional buttons ⬅/➡. Change speed by pressing the directional buttons ⬆/⬇. Press the **START** button and then select QUIT to save your progress and exit.

GUITARIST/BASSIST

Shred on your axe or thump out some thunderous bass lines.

- Plug in your Fender Stratocaster guitar controller (or any other compatible guitar peripheral) and prepare to make some serious noise!



BASICS

To shred like a pro (or, at least, an ambitious beginner), hold down the fret button that corresponds with the next note that will pass through the target. As it passes, strum up or down on the Strum Bar to play the note.

- To keep things simple, if you see several notes of the same color in a row, you can keep the correct fret button depressed and strum only when the note passes the target.
- When playing chords, you'll need to play more than one note at the same time. Don't panic, you'll be fine. Just press down the correct fret buttons simultaneously and strum when appropriate.
- Keep an eye on the Crowd Meter—it tells you how much the audience is digging your performance. Play too many wrong notes and the Crowd Meter slips into the red. When it's completely empty, you get kicked off the stage.

WHAMMY BAR

Customize your sound during long notes by reaching for that whammy bar.

- To use the whammy bar, press it in towards the guitar. This bends the notes you're playing and gives your tone some depth.

SOLOS

This is what you first picked up a guitar for—to whip out a tasty, tasty solo and grab the spotlight all to yourself.

- When you start your solo, the Solo Indicator appears. The Solo Indicator keeps track of how many notes you've landed so you can brag to your guitar techs about it later.
- If you have a Fender Stratocaster Guitar Controller, you can use the five special fret buttons high up on the neck near the body for soloing. When pressing these buttons, you don't need to strum, so you can finger tap that solo—or just showboat like crazy.

DRUMMER

Blow your friends' minds with tricky beats and crazy fills! A drummer's life is the life for you.

THE BASICS

Keep the beat like a human metronome by hitting the correct colored drum pad when the matching note crosses the target.

- Hit the drum pad that matches the rhythm note you see as it crosses the target at the bottom of the screen.
- The wide orange notes are for the kick pedal—stomp on that bad boy when these notes cross the target.
- Keep an eye on your Crowd Meter. If you miss too many notes—or hit too many of the wrong ones—you'll lose the crowd and get kicked off stage.

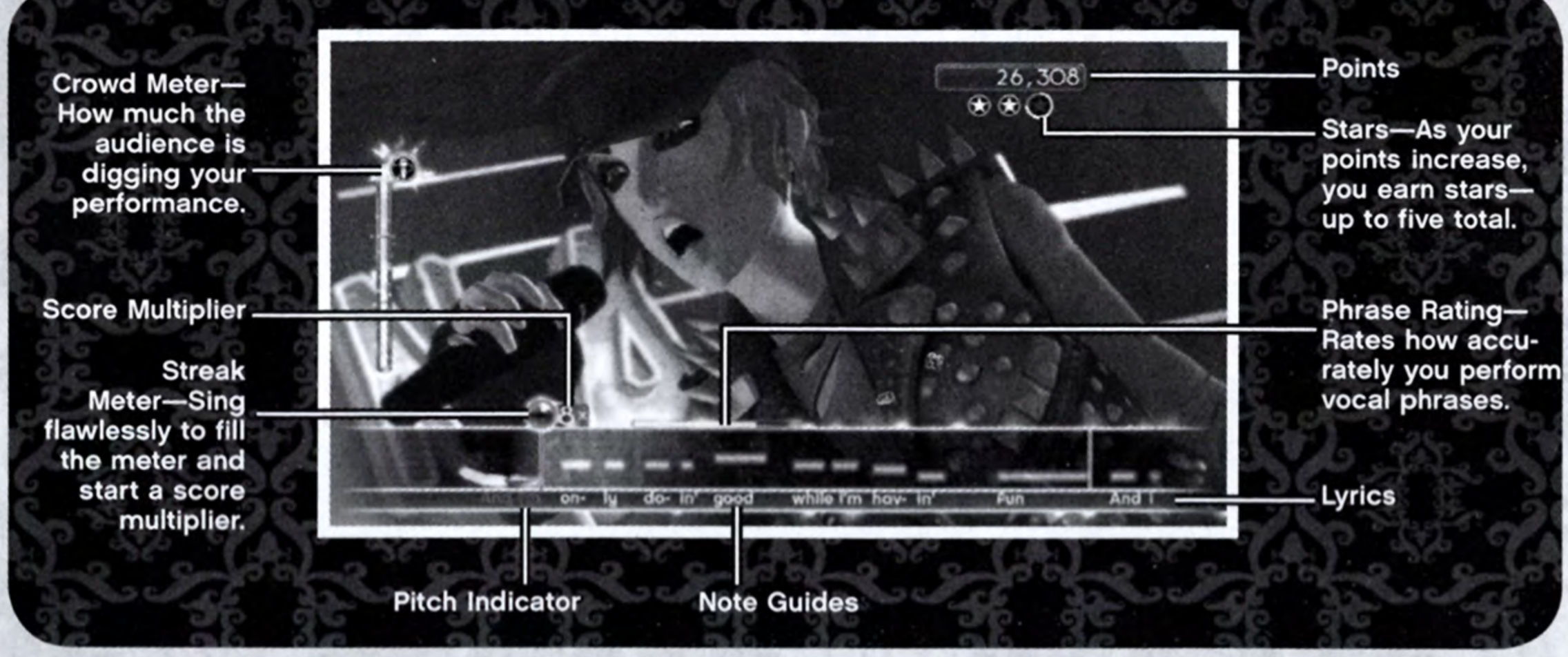
TIP: Before heading out onstage you might want to master the drums in the tutorials. Select TRAINING from the main menu.

FOR THE PROS: The red drum is your snare, the green drum is your crash, and the yellow and blue drums are your cymbals (that turn into toms during fills).

LEAD SINGER

Think you're worthy of wielding the mic? Plug in your USB-compatible microphone and prove it as the lead vocalist.

NOTE: If your microphone does not have built-in control buttons, you must also have a PlayStation®2 controller connected in order to navigate the menus and set up the game.



NOTE: You must have a microphone to sing. Any USB-compatible mic should work.

LYRICS

Sing the words as they pass the bar on the left side of the screen. Follow along with the note guides.

PITCH

The Pitch Indicator shows you the pitch you're singing. If a song is out of your range you can always sing an octave higher or lower. As long as you're singing the right note, you're still on the money.

TIP: Watch the Pitch Indicator. If you don't know a song, you can try to wing it by guessing until the Pitch Indicator lines up with the note guide.

VOLUME CONTROL

You can control how much—or how little—you hear yourself or the original artist during a song using the buttons on your controller.

- To adjust the vocal track (the master recording), press and hold the ◉ button, then press the directional button ⬅/➡.
- To adjust the volume of the singer's track (you), press and hold the △ button, then press the directional button ⬅/➡.
- To adjust the mic sensitivity, press and hold the ▣ button, then press the directional button ⬅/➡.

NOTE: If you see those special percussion notes scrolling on the screen, whack the microphone against your hand in time with the notes passing through the target. Percussion notes allow you to play a little tambourine—or, ahem, cowbell—while the other musicians are doing their thing.

ENERGY

Build up your Energy Meter to go into Overdrive. Then you can whip the crowd into a frenzy, rack up some serious points, and even save yourself or a bandmate! (*See Saving Bandmates with Energy* on p. 14). While your Energy Meter drains, the crowd goes nuts and your points skyrocket.

GUITAR/BASS

To build up your Energy, nail the special glowing note phrases to fill up your Energy Meter.

When the meter is at least half-full, you can use your Energy to go into Overdrive by tilting your guitar towards the heavens.

TIP: If you see a special long glowing note, whammy that sucker to fill up your Energy Meter at an even faster rate.

DRUMS

If you see four solid color bars appear on the screen, that's your cue to bust out an awesome drum fill. Drum fills unleash the energy in your Energy Meter, driving the crowd wild. Plus, they are just plain awesome.

At the end of the drum fill, you'll see a green crash note appear. To use your Energy, nail that green crash.

- If you choose, you can also wait to build your Energy further before using it. To wait, simply don't hit the green crash cymbal at the end of the fill.

VOCALS

When you see a special glowing phrase, sing those sections as accurately as you can and you'll gain Energy and fill your Energy Meter.

To use your Energy, look for special lit-up yellow sections without note guides—called Freestyle Sections—and just belt something out to go into Overdrive! You're the singer after all, so improvise something!

SAVING BANDMATES BY GOING INTO OVERDRIVE!

Got a bandmate who's having an off night? Go into Overdrive, get the crowd moving, and save your band's career—all at the same time.

- If a bandmate fails during a performance, you can bet the crowd is gonna notice—it'll bring down your Crowd Meter, which is no fun. But here's the good news: you can get them back by using your Energy.
- After you bring a bandmate back, remember: it's three strikes and they're out. After three failures, your bandmate gets kicked off stage for the rest of the song. And, yes, the crowd gets mad.

COMBINING OVERDRIVE

Sure, you can use your Energy to bail out one of your less-talented bandmates, but that's no fun. What's really awesome is when you and your bandmates go into Overdrive all at the same time! Not only do you work the crowd into a frothing mass of hysteria, you earn a band multiplier of up to 8x! The multiplier affects everyone (not just those of you in Overdrive)—now that really racks up the points!

TIP: Going into Overdrive at the same time as your bandmates can be tricky. Keep an eye out for bandmates in Overdrive and then unleash your Energy!

Big Rock Endings

At the end of some songs, you'll have the opportunity for a big rock ending. Shred on guitar or bass or bang away on the drums like there's no tomorrow!

- **If you're playing as a band, big rock endings occur for all instruments.**
- **If you play a big rock ending, you'll get a major score bonus—but only if you land those last notes.**
- **Not all songs have big rock endings—so take advantage of the ones that do!**

QUICKPLAY

Wanna just get onstage without a lot of hassle? Quickplay is your quickest way to get in front of an audience and show 'em what you've got.

- For song selection in both Solo and Band Quickplay, you can either select one song to play, have the game select a random song for you, or set up a setlist.

SOLO QUICKPLAY

From the Quickplay menu, select SOLO QUICKPLAY to work the crowd on your own! Select a song and a difficulty level then take the stage.

BAND QUICKPLAY

From the Quickplay menu, select BAND QUICKPLAY to pick up a gig as a band.

All band members must press the ⊗ button to join. Select a song, then each player selects a difficulty level to begin.

TUG OF WAR

In this mode it's just you versus another up-and-coming musician in a battle of skill. Trade off different sections of the chosen song to see who can play more perfectly and, ultimately, win over the crowd.

- To play, select TUG OF WAR from the Quickplay menu.

SCORE DUEL

In a Score Duel, you're competing against an opponent who is playing the same instrument as you at the same difficulty level. Whoever's got the better chops gets bragging rights for all eternity.

- To play, select SCORE DUEL from the Quickplay menu.

IMPROVED TOUR

Take on the world in the new and improved Tour mode. Go solo or form a band and tour through 59 venues in 24 cities in search of fame and fortune.

STARTING YOUR TOUR

Select TOUR from the main menu then play the tour by yourself or have friends join your band—if they're worthy. You can then select START TOUR, or choose PLAY CHALLENGE to start Tour Challenges mode.

NEW TOUR CHALLENGES

Strive for musical perfection by pushing yourself with Tour Challenges! In Tour Challenges, you can play increasingly difficult sets of songs, either solo or with friends. Each challenge you complete unlocks a whole new challenge!

Don't worry about getting stuck on one particular song, though—Tour Challenges lets you skip tough songs and beat other challenges instead to progress!

ROCK BAND® 2 CREDITS

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